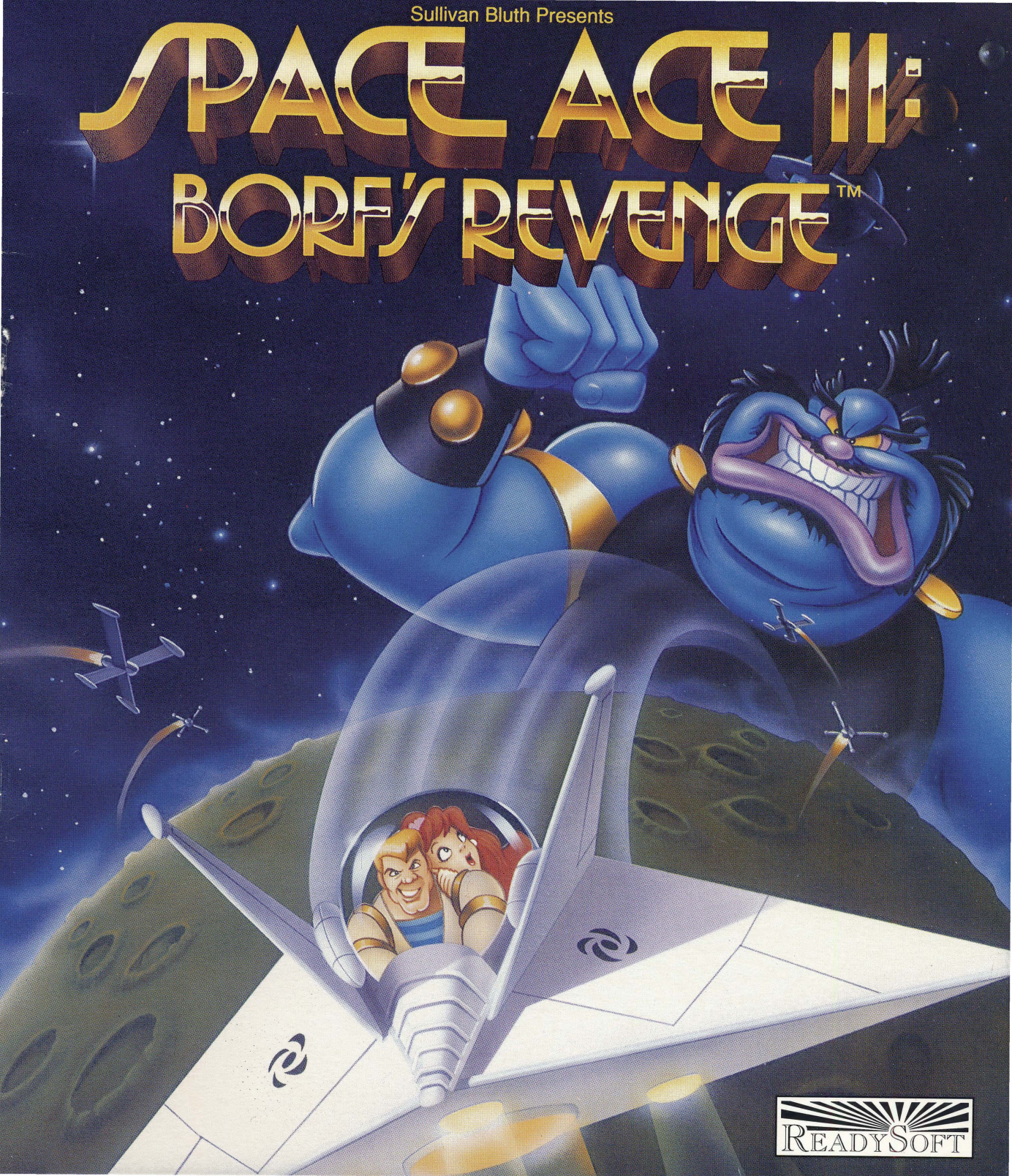
Sullivan Bluth Presents

SPACE ACE II: BORF'S REVENGE™



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Sullivan Bluth Presents

SPACE ACE II
BORT'S REVENGE

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INTRODUCTION

Ace looked at Kimberly, the baby Borf cradled in her arms and he thought back to all that had happened. It began when the evil adult Borf constructed his ultimate weapon – the Infanto Ray. It could transform anyone into a harmless infant with a single blast and with it, Borf had the power to vanquish the nations of Earth.

In a desperate fight with Borf to save the unwary populace of Earth, Ace was zapped by the weapon and transformed into a childlike alter ego named Dexter. Drained of his strength, Dexter's only help came from a special wrist-watch which, from time to time, provided him with enough power to energize into his former self, the mighty Space Ace. To make matters worse, Borf kidnapped Ace's beloved Kimberly and took her to his orbiting space station.

Enraged, Dexter started a furious race against time and deadly enemies to save Kimberly and the Earth. He battled lethal machines, vile monsters and evil robots until finally meeting Borf in a last, desperate struggle. Space Ace was almost defeated, but he outsmarted Borf and shot the villain with his own Infanto Ray.

Now Borf was nestled in Kimberly's caring arms, who had taken a liking to the adorable baby. She wanted to raise him in an attempt to keep Borf from becoming the villain he once was. Although Borf now seemed only an infant, the same evil persona lay hidden beneath that adorable blue face and he yearned to be restored to his former power.

Sitting not far from Ace and Kimberly, Borf's vicious little Goons planned their revenge. All they had to do was get the baby Borf back and use the Infanto Ray's reverse setting to restore him. Their plan was set and the Goons attacked giving Ace barely enough time to react as he saw the angry mob running towards him....

GAME INSTRUCTIONS

To load Space Ace II: Borf's Revenge

PC Owners

Before loading Space Ace II: Borf's Revenge, make a backup copy of your disks and put them aside in case anything should happen to your original disks.

To load Space Ace II: Borf's Revenge, insert Disk 1 into your computer's disk drive. Type in the disk drive letter followed by a colon (for example A: for the first floppy drive) then type SA2 and press RETURN. A number of options will be displayed.

First, select the Video Mode by entering C(CGA), E(EGA), V(CGA) or T (Tandy). Next, select the sound output by entering A(Adlib), S(Sound Blaster), T(Tandy), P (Pro Audio Spectrum) or N(No Sound). Please note that internal sound is not supported; only the four sound boards listed above are available.

You will then be asked if you want to use a joystick. Enter either Y(Yes) or N(No). If you select Yes, please refer to the instructions listed below.

It is important to realize that you can still use the keyboard when you have selected the joystick. If you are using the joystick and finding it impossible to make the correct moves (after verifying you are making the correct moves using the keyboard with the joystick option not selected), it is possible that your joystick is improperly adjusted to your game controller card. To center your joystick insert disk one into a drive, type your drive letter followed by a colon (typically A:) then RETURN. Next type CENTERJS and press RETURN. Once the program has loaded, you will be prompted to press the fire button on the joystick and the screen will change displaying a large cross with an asterisk somewhere near the cross. Using the joystick's vertical and horizontal trim adjusters, position the asterisk in the center of the cross, or as close to it as possible. Your joystick is now centered.

The final question you will be asked is whether or not you would like to install Space Ace II: Borf's Revenge onto your hard disk. Once again, answer Y or N. If you answer No, the game will begin. If you answer yes, you will be asked for your drive letter (typically C:—your hard drive). Enter this letter and press RETURN. Space Ace II: Borf's Revenge will start copying onto the hard disk from disk 1. When disk 1 is finished copying, disk 2 will be requested. Insert disk 2 and press any key. This process will repeat until all of the disks are copied onto the hard disk. The program will then exit back to DOS.

In the future you will be able to load Space Ace II: Borf's Revenge by doing the following: enter your hard disk letter followed by a colon (typically C:) then press RETURN. next type CD\SA2, RETURN then type SA2 and RETURN. You will now follow the same procedure as above, except when asked to install you should select N(No).

Note to CGA and Tandy Owners
The graphics that are supplied on the Space Ace II: Borf's Revenge disks are in EGA/VGA format. When you select CGA or Tandy, each scene must be loaded and then converted from EGA/VGA to either CGA or Tandy, before being played. This causes a delay between each scene.

If you install Space Ace II: Borf's Revenge onto a hard disk and you select either CGA or Tandy as your video mode, the data will be converted to CGA or Tandy before being installed onto hard disk. This will take up a little more hard drive space and more time to install, but will significantly speed up loading time as no conversion will be necessary while you are playing the game.

Macintosh Owners

Before loading Space Ace II: Borf's Revenge, make a backup copy of each of the disks and put them aside in case anything should happen to your original disks.

After booting your Macintosh with a system disk or autobooting from a hard disk, insert the Space Ace II: Borf's Revenge disk 1 into the disk drive and double click on the SpaceAce2 icon to begin the game.

To install Space Ace II: Borf's Revenge on a hard disk drive double click on the "Install" icon. When a requester appears, enter the name of your hard drive and press RETURN. You will then be prompted to insert the Space Ace II: Borf's Revenge disks, one by one, until the entire game is copied onto your hard disk.

To run Space Ace II: Borf's Revenge from your hard disk, double click on the "SA2" directory icon on your hard disk then double click on the "SpaceAce2" icon.

Amiga Owners

For A-1000 owners, at the prompt you should insert KICKSTART 1.2 or greater. For all Amiga models, when prompted for the WORKBENCH disk, you should insert the Space Ace II: Borf's Revenge Disk 1 into the internal disk drive.

Apple IIGS Owners

Before loading Space Ace II: Borf's Revenge, make a backup copy of each of the disks and put them aside in case anything should happen to your original disks.

After booting your Apple IIGS with a system disk or autobooting from a hard disk, insert the Space Ace II: Borf's Revenge Disk into the disk drive and double click on the "SA2" icon to begin the game.

Space Ace II: Borf's Revenge for the Apple IIGS may be installed onto a hard disk by copying all of the files on all of the disks into a directory on the hard disk and then clicking on the "SA2" icon in that directory.

Atari ST Owners

Insert the Space Ace II: Borf's Revenge disk 1 into the disk drive and then turn on your computer. The game will quickly load.

Starting The Game

After the game has loaded, the demo will automatically begin. The demo runs through a scene from the first disk and then returns to the title screen. To start playing the game simply press zero (0) on the keypad at anytime. You will know the game has started when the player score screen appears. This screen shows your score and the number of lives you have remaining. The first scene will then load automatically.

At some point during the game, PC and Macintosh owners will be asked to answer a question based on the information supplied on piece of paper that comes with the game. If you fail to answer the question correctly, the game will quit.

Playing Space Ace II: Borf's Revenge

You do not directly control all of Ace's actions, rather you control his reactions to the events that happen around him. As you watch the animation, you must decide in which direction Ace should move on the screen and when. To finish a scene successfully you must make a move or press the fire button (zero (0) on the numeric keypad) when Ace is in danger. Timing is very critical and often you may make the correct move but at the wrong time. Also, many scenes require more than one move. If you are having trouble, watch the animation carefully and move Ace in the safest direction or if no direction is safe press the fire button to use Ace's laser gun.

If you're sure you have the correct move, try varying the time when you make the move, a little sooner or a little later. Don't be surprised if Ace doesn't move immediately after you have made a move; you must wait for the animation to finish and if you made the correct move(s) you will continue on to the next scene.

You have three lives and the game will end if you lose all of your lives or when you have completed all of the scenes on all of the disks.

From time to time it will be necessary to change the disk in the drive. After you have finished all the animations on a disk you will be asked to insert the next disk so that the game can continue. NEVER eject one of the game disks while you are playing, unless you are prompted, or you may damage the disk!

Controls

There are two ways of controlling Ace, either by using the joystick, if that option is available on your computer, or else by using the numeric keypad on your keyboard. The directions you will need while using your numeric keypad are UP(8), DOWN(2), LEFT(4), and RIGHT(6). To use Ace's weapon press the FIRE BUTTON on the joystick or the "0" on the keypad.

Ending The Game

The game will come to an end after you have lost three lives. To stop playing the game simply reset your computer. On an IBM PC, you may press ESC during game play to return to DOS. Macintosh owners may click on "quit". You can then safely remove the disk in the drive.

Saving Your Position

To save your position press the "S" key during a scene and after you have successfully completed the scene you will be prompted for a save disk. Remove the game disk from the internal drive and insert the save disk. Your position will be saved and you will be prompted again for the current game disk.

This feature is not available for the Apple IIGS owners.

Loading a Saved Game

To load a saved game press the "L" key during a scene and you will be prompted for your save disk. Remove the game disk from the internal drive and replace it with the save disk. The last saved position will be loaded and you will be prompted for the appropriate game disk.

This feature is not available for the Apple IIGS owners.

Pausing The Game

You can pause the game at any time by pressing the "P" key on the keyboard.

Turning The Audio Off/On

You can toggle the audio off and on by pressing the "A" key on the keyboard.

HINTS

Scene1 - The Goons Attack

The Goons attack and Dexter must use his gun to shoot the Goons. Press the fire button when the Goons start running towards him and again when they start up the platform.

Scene 2 - Yellow Monster

After following Borf to a remote planet, Dexter lands the ship. But as he gets out onto the strange alien planet he is attacked by a giant yellow monster. Dexter must run to avoid his crushing grip.

Scene 3 - Blue Alien Cats

As he runs from the yellow monster, Dexter is ambushed by alien cats. His only hope is to change into Space Ace and overpower them.

Scene 4 - Yellow Monster Appears Again

The danger still lurks, however, as the yellow monster attacks again from behind a cliff. Ace must turn to confront the huge beast and use his blaster to fend him off.

Scene 5 - Stone Bridge

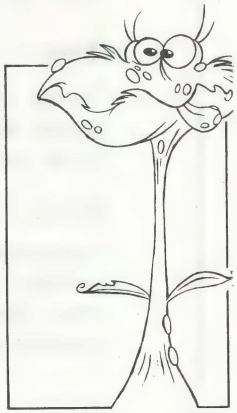
Ace races across a precarious stone bridge, but the yellow monster is right on his heels. It smashes the bridge and takes Ace in its crushing grip as Ace struggles to take out his laser gun.

Scene 6 - Giant Monster Reaches Out

Stunned by the blast, the yellow monster drops Ace, who changes into Dexter as he falls. Dexter must hurry to get away before he is grabbed again.

Scene 7 - Robot Intruder Sentinel

Ducking into a patch of tangled thorn bushes, Dexter finds himself inside a hallway filled with strange machinery. As he runs towards the end of the hallway, Dexter is confronted by a robot sentinel. He must jump to avoid a laser blast before making his way to the exit door.



Scene 8 - Ledge To Safety

Getting through the door, Dexter is standing on a ledge with a laser directly above him. He must jump to the opening at his side to keep from being shot.

Scene 9 - Passing Platforms

Dexter lands on a hovering platform which is immediately shot at by an unseen laser. He must avoid the blast and jump to a passing platform.

Scene 10 - Machinery Tower

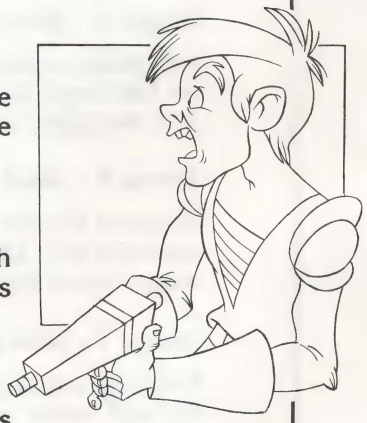
The platform races toward a tower with no way to stop. Dexter sees ropes on either side of the tower that lead down into holes. But which hole leads to safety?

Scene 11 - Beware The Dark Side

Once at the bottom of the rope, Dexter finds himself hanging above a cliff ledge. To his delight, he sees Kimberly standing on the edge of the cliff. "Beware of your Dark Side," she says and suddenly turns into an exact replica of Dexter, but strangely colored and evil. Dexter must avoid the blast and attempt to shoot his evil clone.

Scene 12 - Dexter Battles The Dark Side

The rope snaps and Dexter falls to a lower platform. The Dark Side shoots from above. Dexter must duck under one blast and leap to safety down a nearby hole.



Scene 13 - Rising Water In Hole

Inside the hole, Dexter is horrified when it begins to fill with water and he can't get out. His only chance is to use his wrist-watch and transform into Space Ace.

Scene 14 - The Dark Side Transforms

Standing tall over the Dark clone of Dexter, Ace faces his smaller foe. But the Dark Side energizes as well, growing into a giant Ace! The giant Dark Ace takes out his gun and fires. Ace must jump onto a nearby platform to avoid being shot.

Scene 15 - The Dark Ace Attacks

As Ace starts running across a narrow bridge he must avoid being hit by laser blasts. He makes it across, but as Ace reaches the end of the bridge the giant Dark Ace comes out of the water and rips the bridge to pieces. Ace's only hope is to shoot the giant.

Scene 16 - The Dark Ace Makes A Meal Out Of Space Ace

The Dark Side lifts a hunk of bridge, which Ace clings onto, towards his opening mouth. Ace must scramble away from the Dark Ace's gaping jaws.

Scene 17 - Ace Avoids The Dark Ace's Mouth

Standing on the hand of his giant nemesis, Ace turns to face the gaping mouth of the Dark Side and has no choice but to shoot.

Scene 18 - Dark Ace Shoots at Ace

Realizing he can't eat Ace, the Dark Side draws his gun and aims it at the small Ace crouching in his palm. Ace must jump to avoid each blast and work his way down the body of the Dark Side.

Scene 19 - Rolling Head

Reduced to a head, the Dark Ace falls and rolls after Space Ace. Ace must avoid the snapping mouth and keep one step ahead of it or be eaten by the giant head.

Scene 20 - The Station's Central Complex

Dexter emerges from a portal into Borf's space complex. Lasers fire twice and Dexter must avoid the blasts. Borf has Kimberly slung across his shoulders as he rides a laser gun platform. Kimberly punches Borf in the head and Borf drops her. Dexter must leap to several ledges to avoid Borf's laser shots.

Scene 21 - Ace Rescues The Falling Kimberly

Dexter isn't strong enough to save the falling Kimberly and must transform into Ace before catching her in his arms. After reaching the top of the platform, Ace must shoot open a portal in the wall and guide Kimberly to safety.

Scene 22 - Tunnel Exit To Waiting Space Ship

Sliding down a dark tunnel, Ace must choose between two exits. Once outside he must take off quickly to avoid being eaten by a big green monster.

Scene 23 - Outside The Complex

Thinking they've escaped, Kim and Ace turn to kiss each other when the evil Borf emerges from inside a deep pit next to them. He shoots at Ace who must jump away. The villain snatches Kimberly as the ground gives way beneath Ace. Ace must grab the ledge to keep from falling into the pit.

Scene 24 - On The Edge Of The Pit

Holding on to the edge of the pit, Ace must avoid the laser blasts that Borf aims at his hands, while also keeping away from a vicious monster who is trying to gobble him up from below.

Scene 25 - Borf Lowers Kimberly Into Pit

Borf is lowering Kimberly into the pit to be eaten by the waiting monster that lives there. Ace must reach for a nearby vine and swing across to save his love.

Scene 26 - Ace Swings Across Pit To Kimberly

As Ace swings to Kimberly, he must grab the vine Borf is holding and pull it to send Borf falling towards the Pit Monster. Ace must then use his momentum to carry Kimberly to the other side of the pit.

Scene 27 - Safe At Last?

With Borf in the belly of the Pit Monster, Ace and Kimberly are finally safe... or are they? Ace must put an end to the yellow monster for good.

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